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ED 280

Software review

1. Master the Facts Multiplication

1. The purpose of this software is to reinforce math facts for children in third through fifth grade.

2. This software falls into the drill and practice category.

3. I would use this software as a math center after regular instruction for a 3-5 grade classroom. This software will be used during math instruction.

4. This software lets children work at their own pace. It is not timed so children can take their time and not rush through it. If the student gets the answer wrong, the software gives them the right answer and then asks them to type the question with the correct answer before the can move on to reinforce that equation. Teachers can also collect scores right away and use for group placement, conferences, and assessing math skills. It also is very cheap to acquire this software and parents can also purchase this software. I could not find a weakness in this software.

5. This software costs $9.95 for use on a single computer or can be purchased for $199.95 for an entire school. If you are interested in this software you can go to [www.fastrabbitsoftware.com](http://www.fastrabbitsoftware.com) to purchase it. System requirements are Windows XP, Vista, or 7.

2. Math Media

1. This software can be used to teach math concepts and reinforce those concepts in all ages. The website states that it can be used for all school children and adults who are re-entering their math education

2. This software can be placed into all categories except for simulation.

3. I would be able to use this to teach a lesson, but then I could send children to computers for centers and they could continue learning by playing the games that are on it. This software can be adapted to fit any grade level, but I would use it more in primary grades because that is what I want to teach. This is math software and should be integrated into the math curriculum.

4. This software comes with an audio option for children who are beginning readers. It can be used for all learners. The software has 16 sections with 20-30 interactive screens and each section has a review at the end. Scores can be printed by the teacher and worksheets can also be printed for additional seatwork or take home practice. There are also three different delivery methods for this software. You can download the software after purchase, have the CD mailed to you, or you can access the software from their website. The one weakness that I saw with this software is the price.

5. This software can be purchased as separate CD’s or purchased as a bundle of all five. If purchased separately the cost is $49, but if you purchase the bundle is will cost $159. The software can be purchased at [www.mathmedia.com](http://www.mathmedia.com) and the website did not specify any system requirements.

3. Jump Start Advanced

1. The purpose of this software is to teach phonics and word building and listening and strategic thinking skills. This software is designed for reading and language arts subjects for kindergarten students.

2. This software can be placed into the problem solving category.

3. I would use this during reading instruction to help introduce a key concept and then have the children practice these skills at the computer during small group and center rotation time.

4. This software has a lot of great features for teaching phonics and word building skills. One weakness of this software would be the price.

5. This software program costs $125 for five users. It can be purchased at [www.childrenssoftwareonline.com](http://www.childrenssoftwareonline.com). System requirements include Windows 98/ME/2000/XP; Pentium II 266 MHz; 64 MB RAM; 100 MB HD; and CD-ROM Drive.

4. I Love Science! Software

1. The purpose of this software is to teach science concepts to children 7-11 years old.

2. This software would fall into the simulation, tutorial and problem solving categories.

3. I would use this as a direct instruction approach to teaching key science concepts. It can also be used for groups to conduct experiments. I would allow students to access this software anytime they want.

4. This software allows students to see experiments happening and get they get to “help” with the experiments. The software is very interactive and has many different reference sections. The cost of this software is also very low. I saw no weaknesses in this software.

5. This software costs $14.98 and can be purchased at [www.childrenssoftwareonline.com](http://www.childrenssoftwareonline.com). System requirements are Windows 95, 98, ME, NT, 2000, XP.

5. Math Arcade

1. The purpose of this software is to teach and reinforce math concepts for children ages 6-12 years old.

2. This software falls into the drill and practice and instructional game category.

3. This software could be used to teach a concept in math and then be reinforced at the computer during center time.

4. This software teaches many different math concepts. It teaches addition and subtraction, multiplication and division, patterns, matching, time, and more. It also has challenging games and quizzes. The only weakness of this software would be that it is on clearance and they only have 22 left in stock.

5. This software can be purchased for $19.99 regular price at [www.planetcdrom.com](http://www.planetcdrom.com). System requirements include Windows 7/Vista/XP/ME/98.